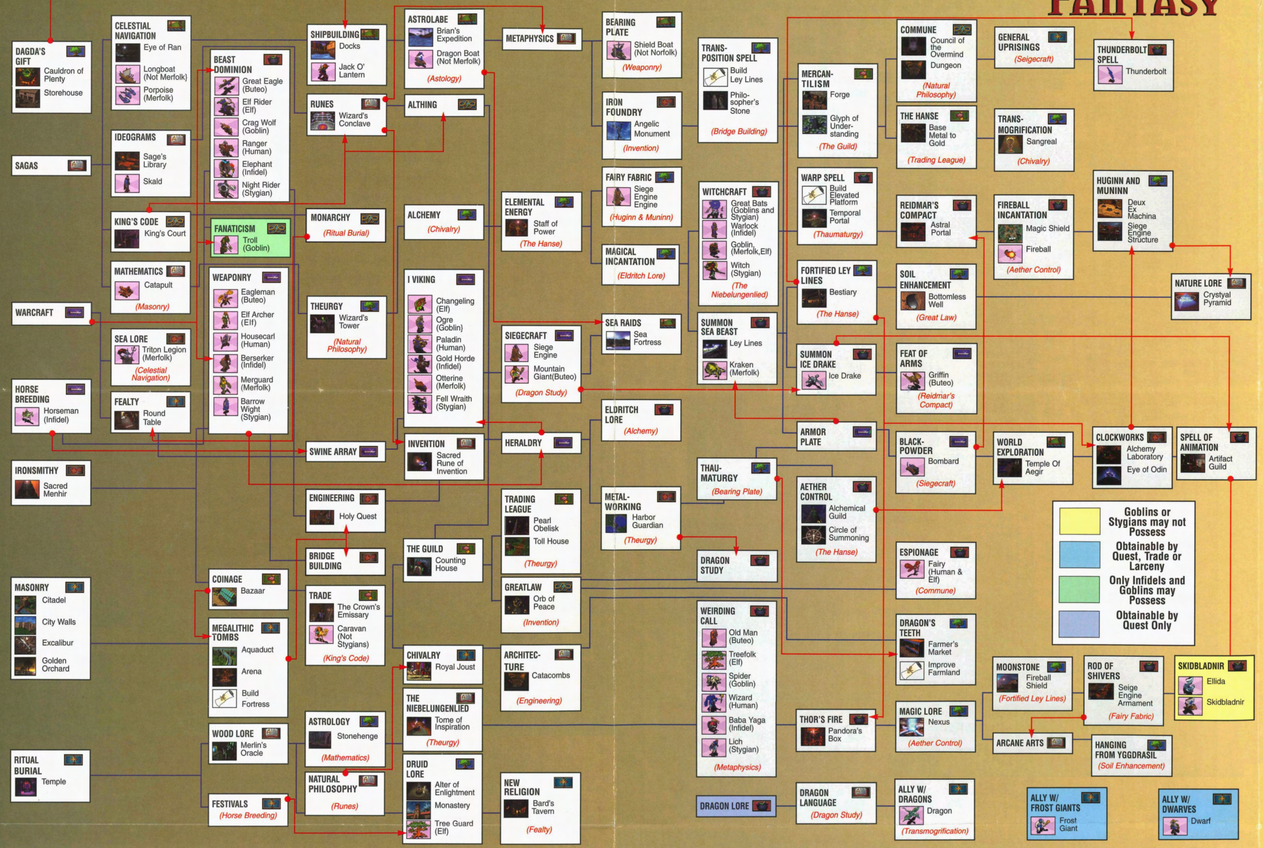
Fantasy



	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
Ancient Dragon	160	15a	15d	1.	3h	3f	Barbarian Only Surface and Underworld	Unbrideable	—	—
B Eagleman	20	4a	4d	3.	1h	1f	Buteo Only Surface and Clouds	Native Transport	Weaponry	—
B Great Eagle	30	6a	3d	4.	1h	1f	Buteo Only Surface and Clouds	Ignore city walls Can attack air units See two spaces Move between Surface and clouds	Beast Dominion	—
B Griffin	60	5a	5d	4.	2h	2f	Buteo Only Surface and Clouds	Can Levitate Ignore city walls Can attack air units Ignore zones of control See two spaces Move between Surface and Clouds	Feat of Arms	—
B Hawkman	10	2a	3d	3.	1h	1f	Buteo Only Surface and Clouds	Move between Surface and Clouds	—	—
B Hero	90	9a	7d	3.	1h	2f	No one can build Surface and Clouds	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control See two spaces Move between Surface and Clouds Cannot Disband Unbrideable	—	—
B Mtn. Giant	60	6a	5d	1.	2h	2f	Buteo Only Surface and Underworld	Def x2 vs mounted units Treat all squares as road	Siegecraft	Summon Ice Drake
B Old Man	80	4a	3d	1.	3h	8f	Buteo Only	Def x2 vs air units Def x2 vs mounted units Treat all squares as road Can make amphibious assaults Ignore zones of control Native Transport Cannot Disband	Weirding Call	—
B Settler	40	0a	2d	2.	1h	1f	Buteo Only	Move between Surface and Clouds	—	—
Bombard	70	10a	2d	2.	2h	3f	Surface and Underworld	—	Blackpowder	—
Caravan	50	0a	1d	1.	1h	1f	Not Stygian Surface and Underworld	Ignore zones of control	Trade	—
Catapult	40	7a	1d	1.	1h	2f	Surface Only	—	Mathematics	Blackpowder
Dragon	160	12a	15d	5.	3h	3f	Surface and Clouds	Can attack air units See two spaces Move between Surface and Clouds Unbrideable	Ally with Dragons	—
Dragon Boat	40	3a	2d	4.	2h	2f	Not Merfolk Surface Only	Can carry 4 ground units	Astrolabe	—
Dwarf	70	4a	5d	1.	2h	1f	Surface and Underworld	Build Transport Site Cannot Disband Cross Impassable Tunnel through Bedrock	Ally with Dwarves	—
E Archer	30	4a	4d	1.	2h	1f	Elf Only Surface and Underworld	Ignore zones of control	Weaponry	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
E Changeling	50	5a	4d	1.	2h	2f	Elf Only	Def x2 vs mounted units Treat all squares as road Can Levitate Ignore city walls Ignore zones of control Move between Surface and Undersea	I Viking	—
E Hero	90	9a	7d	2.	1h	2f	No one can build Surface and Underworld	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Cannot Disband Unbrideable	—	—
E Rider	40	5a	3d	2.	2h	1f	Elf Only Surface Only	Ignore zones of control	Beast Dominion	Summon Ice Drake
E Settler	40	0a	2d	1.	1h	1f	Elf Only Surface and Underworld	Ignore zones of control	—	—
E Tree Guard	50	0a	8d	0.	3h	2f	Elf Only Surface Only	Def x2 vs mounted units Unbrideable	Druid Lore	—
E Treefolk	80	5a	8d	1.	3h	1f	Elf Only Surface and Underworld	Ignore zones of control	Weirding Call	—
E Warrior	20	2a	3d	1.	2h	1f	Elf Only Surface and Underworld	Ignore zones of control	—	—
Ellida	90	7a	5d	14.	2h	2f	Not Stygian or Goblin Surface and Clouds	Can attack air units See two spaces Move between Surface and Clouds Unbrideable	Skidbladnir	—
Fairy	30	0a	1d	1.	1h	5f	Elf and Human	Def x2 vs air units Treat all squares as road Ignore zones of control Move between Surface, Undersea, and Clouds.	Espionage	—
Fireball	160	99a	0d	16.	1h	1f	—	Destroyed after attacking Move between Surface and Clouds Unbrideable	Fireball Incantation	—
Frost Giant	90	6a	7d	2.	3h	2f	Surface and Underworld	—	Ally w Frost Giants	—
G Crag Wolf	20	5a	3d	1.	1h	1f	Goblin Only Surface and Underworld	Treat all squares as road	Beast Dominion	Summon Ice Drake
G Goblin	10	2a	3d	1.	1h	1f	Goblin Only Surface and Underworld	—	—	—
G Great Goblin	90	9a	7d	1.	2h	1f	No one can build Surface and Underworld	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Cannot Disband Unbrideable	—	—
G Miner	40	0a	2d	1.	1h	1f	Goblin Only Surface and Underworld	Ignore zones of control Build Transport Site Cross Impassable Tunnel in Underworld Bedrock	—	—
G Ogre	40	4a	5d	1.	2h	2f	Goblin Only	Def x2 vs mounted units Ignore city walls Move between Surface and Undersea	I Viking	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
G Spider	80	5a	10d	1.	3h	1f	Goblin Only Surface and Underworld	Ignore zones of control	Weirding Call	—
G Troll	20	4a	3d	1.	2h	1f	Goblin Only Surface and Underworld	Free support for fanaticism	Fanaticism	—
Giant Flytrap	50	5a	7d	1.	3h	1f	Barbarian Only Surface and Undersea	Def x2 vs mounted units Unbrideable	—	—
Great Bats	50	5a	4d	1.	1h	2f	Stygian and Goblin	Treat all squares as road Move between Surface and Clouds	Witchcraft	—
H Hero	90	9a	7d	2.	2h	2f	No one can build Surface and Underworld	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Cannot Disband Unbrideable	—	—
H Housecarl	30	3a	5d	1.	2h	1f	Human Only Surface and Underworld	Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Cannot Disband Unbrideable	Weaponry	—
H Paladin	50	5a	6d	2.	2h	1f	Human Only Surface Only	Ignore city walls Cannot Disband Unbrideable	I Viking	—
H Ranger	40	4a	4d	2.	2h	1f	Human Only Surface Only	—	Beast Dominion	Summon Ice Drake
H Warrior	10	2a	3d	1.	1h	1f	Human Only Surface and Underworld	—	—	—
H Wizard	80	6a	6d	5.	2h	3f	Human Only Surface and Clouds	Ignore zones of control Move between Surface and Clouds	Weirding Call	—
I Baba Yaga	100	10a	5d	4.	2h	2f	Infidel Only No Underground	Ignore zones of control See two spaces Move between Surface and Undersea Cannot Disband	Weirding Call	—
I Berserker	30	5a	3d	1.	1h	2f	Infidel Only Surface and Underworld	Free support for fanaticism	Weaponry	—
I Elephant	40	8a	2d	2.	2h	1f	Infidel Only Surface Only	—	Beast Dominion	Weirding Call
I Gold Horde	50	7a	4d	2.	1h	2f	Infidel Only Surface Only	Ignore city walls	I Viking	—
I Hero	90	9a	7d	2.	1h	2f	No one can build Surface and Underworld	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Cannot Disband Unbrideable	—	—
I Horseman	40	5a	3d	2.	1h	2f	Infidel Only Surface Only	—	Horse Breeding	Summon Ice Drake
I Infidel	10	3a	2d	1.	1h	1f	Infidel Only	—	—	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
Ice Drake	130	11a	8d	1.	3h	2f	Cannot Fly	Treat all squares as road Native Transport	Summon Ice Drake Shipbuilding	—
Jack O'Lantern	30	1a	3d	1.	1h	1f	—	Treat all squares as road Ignore zones of control Move between Surface and Undersea	—	—
Jrmngnd Spit	100	3a	1d	3.	1h	8f	Barbarian Only Surface and Clouds	Move between Surface and Clouds Unbrideable	—	—
Longboat	40	1a	1d	3.	2h	1f	Not Merfolk Surface Only	Can carry 2 ground units Must stay Move between near land	Celestial Navigation	Astrolabe
M Hero	90	9a	7d	2.	1h	2f	No one can build	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Move between Surface and Undersea Cannot Disband Unbrideable	—	—
M Kraken	120	12a	12d	4.	4h	2f	Merfolk Only	Can spot Porpoises Can carry air units Ignore zones of control Move between Surface and Undersea	Summon Sea Beast	—
M Merguard	30	4a	4d	1.	2h	1f	Merfolk Only Cannot Fly	Can make amphibious assaults Native Transport	Weaponry	—
M Merman	10	2a	3d	1.	1h	1f	Merfolk Only	Can make amphibious assaults Move between Surface and Undersea	—	—
M Otterine	50	5a	4d	1.	3h	1f	Merfolk Only	Can spot Porpoises Treat all squares as road Ignore city walls Can make amphibious assaults Move between Surface and Undersea	I Viking	—
M Porpoise	10	1a	1d	3.	1h	1f	Merfolk Only Surface and Undersea	Can carry 1 ground unit Invisible to most ships Ignore zones of control Move between Surface and Undersea	Celestial Navigation	—
M Settler	40	0a	2d	1.	1h	1f	Merfolk Only	Move between Surface and Undersea	—	—
M Trtn Legion	40	4a	5d	2.	2h	1f	Merfolk Only	Def x2 vs mounted units Can make amphibious assaults Move between Surface and Undersea	Sea Lore	Summon Ice Drake
S Barrow Wight	30	5a	4d	1.	1h	2f	Stygian Only	Treat all squares as road Ignore zones of control Move between Surface and Undersea Unbrideable	Weaponry	—
S Fell Wraith	50	5a	4d	1.	3h	1f	Stygian Only	Def x2 vs air units Treat all squares as road Ignore city walls Move between Surface and Undersea Unbrideable	I Viking	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
S Lich	90	9a	6d	1.	3h	1f	Stygian Only	Ignore zones of control Move between Surface and Undersea Unbrideable	Weirding Call	—
S Lord	90	9a	7d	2.	2h	2f	No one can build Surface and Underworld	Def x2 vs air units Def x2 vs mounted units Can make amphibious assaults Ignore zones of control Cannot Disband Unbrideable	—	—
S Night Rider	40	5a	3d	2.	2h	1f	Stygian Only Cannot Fly	Def x2 vs mounted units Ignore zones of control Unbrideable	Beast Dominion	Summon Ice Drake
S Settler	40	0a	2d	1.	1h	1f	Stygian Only	Move between Surface and Undersea Unbrideable	—	—
S Skeleton	20	2a	3d	1.	1h	2f	Stygian Only	Move between Surface and Undersea Unbrideable	—	—
S Witch	60	7a	3d	3.	2h	1f	Stygian Only Surface and Clouds	See two spaces Move between Surface and Clouds Unbrideable	Witchcraft	—
Settler	40	0a	2d	1.	1h	1f	Human and Infidel Surface and Underworld	—	—	—
Shield Boat	60	4a	4d	5.	3h	1f	Not Merfolk Surface and Undersea	Can carry 2 ground units Def x2 vs air units Move between Surface and Undersea	Bearing Plate	—
Siege Engine	50	8a	4d	1.	2h	2f	—	Move between Surface and Undersea	Siegecraft	—
Skald	30	0a	0d	2.	1h	1f	Surface and Underworld	Ignore zones of control	Ideograms	—
Skidbladnir	100	12a	4d	12.	2h	2f	Not Stygian or Goblin Surface and Clouds	See two spaces Move between Surface and Clouds Unbrideable	Skidbladnir	—
Sorcerer	50	6a	4d	6.	1h	2f	—	Can attack air units See two spaces Move between Surface, Undersea and Clouds	—	—
Thunderbolt	80	15a	0d	16.	1h	3f	—	Destroyed after attacking Move between Surface and Clouds Unbrideable	Thunderbolt Spell	—
Unsp. Horror	60	12a	12d	3.	3h	2f	No one can build	Move between Surface and Undersea Unbrideable	—	—
Warlock	60	5a	5d	4.	1h	2f	Elf, Merfolk, Goblin, and Infidel	Can attack air units See two spaces Move between Surface and Clouds	Witchcraft	—
Worm	90	10a	10d	1.	4h	1f	Barbarian Only Surface and Underworld	Move between Surface and Undersea Cross Impassable Invisible Until Attacks Unbrideable	—	—

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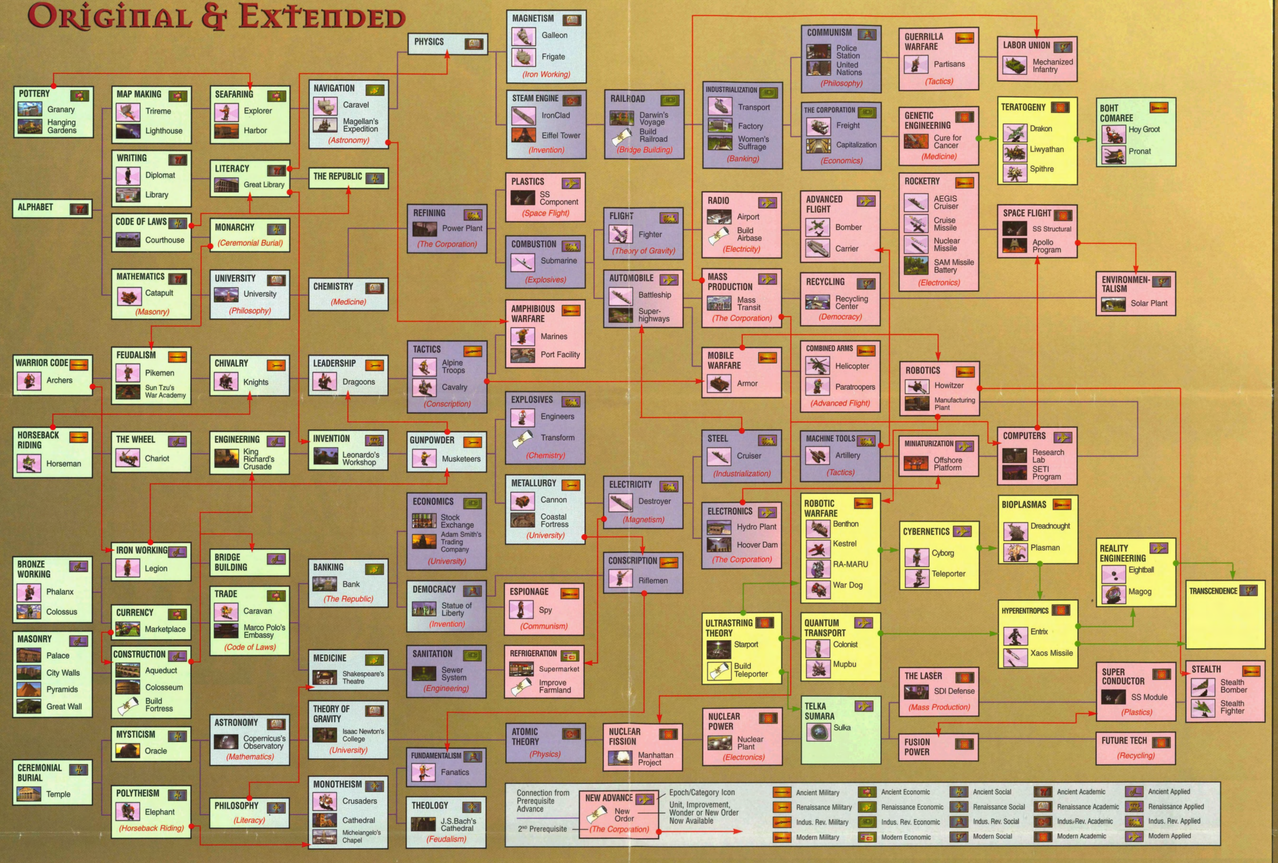
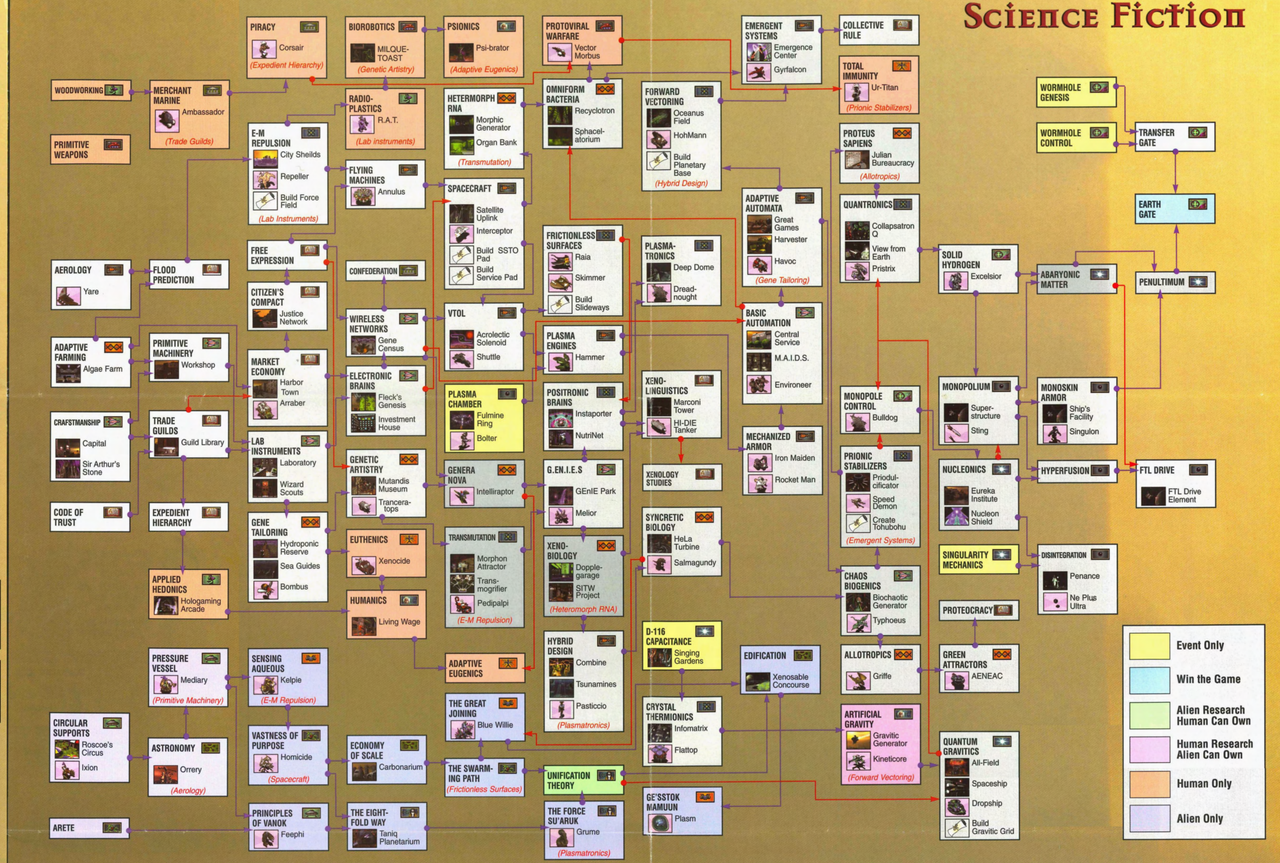
Original & Extended



Science Fiction



	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS.
AEGIS Cruiser	100	8	8	5	3	2	—	Def. x 2 vs. air & missile units Can see Subs	Rocketry	—
Alpine Troops	50	5	5	1	2	1	Human	Move Cost=1/3	Rocketry	Robotic Warfare
Archers	30	3	2	1	1	1	Human	—	Warrior Code	Gunpowder
Armor	80	10	5	3	3	1	—	—	Mobile Warfare	Hyperentropics
Artillery	50	10	1	1	2	2	—	—	Machine	Robotics
Battleship	160	12	12	4	4	2	—	—	Automobile	—
Benthon	80	10a	10d	5.	4h	3f	—	Can Spot Subs Def x2 vs Air Units Sees Two Squares	Robotic Warfare	—
Bomber	120	12	1	8	2	2	—	Ignores City walls	Advanced Flight	Stealth
Cannon	40	8	1	1	2	1	—		Metallurgy	Machine Tools
Caravan	50	0	1	1	1	1	—	Ignores enemy zones of control.	Trade	The Corporation
Caravel	40	2	1	3	1	1	—	Can transport 3 ground units.	Navigation	Magnetism
Carrier	160	1	9	5	4	2	—	Can transport 8 air or missile units.	Advanced Flight	—
Catapult	40	6	1	1	1	1	—	—	Mathematics	Metallurgy
Cavalry	60	8	3	2	2	1	Human	—	Tactics	Mobile Warfare
Chariot	30	3	1	2	1	1	Human	—	The Wheel	Polytheism
Chon-ee	40	6a	6d	0.	3h	1f	Alien	—	—	Telka Sumara
Colonist	40	0a	3d	3.	2h	1f	Human EarthOnly	Terrain Improvement Build Transport Sites	Quantum Transport	—
Cruise Missile	60	18	0	12	1	3	—	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	Hyperentropics
Crusaders	40	5	1	2	1	1	Human	—	Monotheism	Leadership
Cruiser	80	6	6	5	3	2	—	Can see Subs.	Steel	Rocketry
Cyborg	100	12a	8d	2.	3h	3f		Can Spot Subs Def x2 vs Air Units Def x2 vs Mounted Units. Treats All Squares as Road Can Make Amphibious Assaults Sees Two Squares	Cybernetics	—
Denshuk	30	5a	3d	1.	2h	1f	Alien	Unbrideable	—	—
Destroyer	60	4	4	6	3	1	—	Can see Subs.	Electricity	Robotic Warfare
Diplomat	30	0	0	2	1	1	Human	Ignores enemy zones of control. Diplomatic functions.	Writing	Espionage
Dragoons	50	5	2	2	2	1	Human	—	Leadership	Tactics
Drakon	130	16a	7d	9.	3h	3f		Can Attack Air Units Cannot Disband	Teratogeny	—
Dreadnought	170	18a	8d	10.	4h	3f		Can Spot Subs Def x2 vs Air Units Can Attack Air Units Sees Two Squares Native Teleport	Bioplasmas	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
Eighthall	150	20a	9d	2.	2h	5f	—	Ignore enemy Zones of Control Ignores City Walls Unbrideable	Reality Engineering	—
Elephant	40	4	1	2	1	1	Human	—	Polytheism	Monotheism
Engineers	40	0	2	2	2	1	—	Terrain improvement	Explosives	Quantum Transport
Entrix	140	16a	10d	2.	4h	5f	—	Can Spot Subs Def x2 vs Air Units Ignores City Walls Can Make Amphibious Assaults. Ignore enemy Zones of Control Sees Two Squares Cannot Disband Native Teleport	Hyperentropics	—
Explorer	30	0	1	1	1	1	Human	Move cost = 1/3 (any Terrain).	Seafaring	Guerrilla Warfare
Fanatics	20	4	4	1	2	1	—	No support required under Fundamentalism.	Fundamen-talist Gov't.	—
Fighter	60	4	3	10	2	2	—	Can attack air units. Ignores City Walls.	Flight	Stealth
Freight	50	0	1	2	1	1	—	Ignores enemy zones of control.	The Corporation	—
Frigate	50	4	2	4	2	1	—	Can transport 2 ground units	Magnetism	Electricity
Galleon	40	0	2	4	2	1	—	Can transport 4 ground units	Magnetism	Industrial-ization
Helicopter	100	10	3	6	2	2	—	Can see Subs. Ignores City Walls.	Combined Arms	Robotic Warfare
Honata	40	4a	3d	3.	2h	1f	Alien	Must Stay Near Land Unbrideable	—	Boht Comaree
Horsemen	20	2	1	2	1	1	Human	—	Horseback Riding	Chivalry
Howitzer	70	12	2	2	3	2		Ignores effects of City Walls	Robotics	Reality Engineering
Hoy Groot	50	12a	7d	3.	2h	3f	Alien	Def x2 vs Mounted Units	Boht Comaree	—
Ironclad	60	4	4	4	3	1	—	—	Steam Engine	Electricity
Jiraki	20	3a	3d	1.	1h	1f	Alien	Unbrideable	—	Boht Comaree
Kestrel	80	10a	5d	7.	3h	2f		Can Spot Subs Cannot Attack Air Units Sees Two Squares	Robotic Warfare	—
Knights	40	4	2	2	1	1	Human	—	Chivalry	Leadership
Legion	40	4	2	1	1	1	—	Human	Iron Working	Gunpowder
Liwyathan	60	12a	12d	6.	3h	3f	—	Free support for Fundamentalism Cannot Disband	Teratogeny	—
Magog	170	18a	11d	2.	5h	5f		Def x2 vs Air Units Ignores City Walls Sees Two Squares Unbrideable Native Teleport	Reality Engineering	—
Marines	60	8	5	1	2	1	Human	Can make amphibious assaults. Cybernetics	Amphibious Warfare	Cybernetics
Mech. Inf.	50	6	6	3	3	1	—	—	Labor Union	Reality Engineering
Mupbu	40	0a	3d	3.	2h	1f	Alien Centaurus Only	Terrain Improve-ment, Build Transport Sites Ignore enemy Zones of Control	Quantum Transport	—
Musketeers	30	3	3	1	2	1	Human	—	Gunpowder	Conscription

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
Nuclear Msl.	160	99	0	16	1	1	Human Earth Only	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	Hyperentropics
Ongshawk	60	5a	2d	5.	2h	2f	Alien	Can Attack Air Units Unbrideable	—	—
Paratroopers	0	6	4	1	2	1	Human	Can make paradrops.	Combined Arms	Cybernetics
Partisans	50	4	4	1	2	1		Ignores enemy zones of control. Move cost = 1/3 (any Terrain).	Guerrilla Warfare	—
Phalanx	20	1	2	1	1	1	Human	—	Bronze Working	Feudalism
Pikemen	20	1	2	1	1	1	Human	Def. x 2 vs. mounted units.	Feudalism	Gunpowder
Plasman	140	14a	9d	3.	4h	5f	—	Ignore enemy Zones of Control Ignores City Walls Native Teleport	Bioplasmas	—
Pronat	50	8a	7d	6.	2h	2f	Alien	—	Boht Comaree	—
RA-MARU	70	10a	6d	2.	3h	2f		Can Spot Subs Def x2 vs Air Units Def x2 vs Mounted Units. Sees Two Squares. Unbrideable	Robotic Warfare	—
Riflemen	40	5	4	1	2	1	Human	—	Conscription	Robotic Warfare
Settlers	40	0	1	1	2	1	—	Terrain improvements.	—	Explosives
Spithre	50	12a	5d	3.	2h	2f	—	Free support for Fundamentalism Cannot Disband	Teratogeny	—
Spy	30	0	0	3	1	1	—	Ignores enemy zones of control. Spy functions.	Espionage	—
Stealth Bomber	160	14	5	12	2	2	—	Ignores City Walls.	Stealth	—
Stealth Fighter	80	8	4	14	2	2	—	Can attack air units. Ignores City Walls.	Stealth	—
Submarine	60	10	2	3	3	2	—	Invisible to most enemyships Can transport 8 missile units	Combustion	—
Sulka	50	6a	8d	1.	3h	1f	Alien	Def x2 vs Air Units Def x2 vs Mounted Units Cannot Disband	Telka Sumara	—
Teleporter	70	9a	7d	3.	2h	3f	—	Ignore enemy Zones of Control Ignores City Walls Native Teleport	Cybernetics	—
Transport	50	0	3	5	3	1	—	Can transport 8 ground units.	Industrial-ization	—
Trirerme	40	1	1	3	1	1	—	Can transport 2 ground units. Must end adjacent to land	Map Making	Navigation
War Dog	90	8a	7d	2.	3h	2f	—	Can Spot Subs Def x2 vs Mounted Units Treats All Squares as Road Unbrideable	Robotic Warfare	—
Warriors	10	1	1	1	1	1	Human	—	—	Feudalism
Wuk Turr	50	7a	4d	2.	2h	2f	Alien	Unbrideable	—	—
Xaos Missile	170	99a	0d	18.	1h	1f		Destroyed After Attacking Can Attack Air Units Sees Two Squares Unbrideable	Hyperentropics	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
AENEAC	80	7a	7d	7.	5h	5f	—	Interplanetary Flight Can Carry 3 ground units Can spot Subs Def x2 vs Air Units	Green Attractors	—
Ambassador	30	0a	0d	2.	1h	1f	Human	Ignore Zones of Control	Merchant Marine	Syncretic Biology
Annulus	80	7a	2d	5.	2h	2f	Not Nona	Orbital Flight Can spot Subs Can Attack Air Units See Two Spaces	Flying Machines	Plasma Chamber
Arabber	40	0a	1d	1.	1h	1f	Funestis Only	Ignore Zones of Control	Market Economy	Xenolingustics
Blue Willie	30	4a	4d	1.	2h	2f	Non-human	Unbrideable Ignore Zones of Control Free Support for Great Joining	The Great Joining	—
Bolter	40	5a	4d	2.	2h	3f	—	—	Plasma Chamber	Adaptive Automata
Bombus	30	4a	1d	6.	1h	1f	Funestis Only	Can spot Subs Def x2 vs Air Units Can Attack Air Units See Two Spaces	Gene Tailoring	Chaos Biogenics
Bulldog	50	4a	4d	5.	4h	3f	Nona Only	Can Carry 3 ground units Def x2 vs Air Units	Monopole Contro	—
Coercor	10	1a	2d	1.	1h	2f	Nonhuman Funestis and Orbit	—	—	E-M Repulsion
Colonist	40	0a	1d	1.	2h	1f	Human	—	—	Basic Automation
Corsair	30	3a	1d	1.	1h	3f	Human Funestis Only	Ignore Zones of Control Def x2 vs Mounted Units Treat All Squares as Road Can Make Amphibious Assaults	Piracy	Adaptive Automata
Dreadnought	80	12a	12d	6.	4h	3f	Orbit and Nona	Can Carry 4 ground units Def x2 vs Air Units See Two Spaces	Plasmatronics	Green Attractors
Dropship	80	0a	3d	5.	3h	1f	—	All Planets Flight Can Carry 8 ground units See Two Spaces	Quantum Gravitics	—
Environeer	40	0a	2d	2.	2h	2f	Human	Build Transport Sites. Cross Impassable Treat All Squares as Road See Two Spaces	Basic Automation	—
Excelsior	100	8a	10d	4.	7h	4f	—	All Planets Flight Can spot Subs Def x2 vs Air Units Def x2 vs Mounted Units Ignores City Walls Can Attack Air Units See Two Spaces	Solid Hydrogen	—
Feephi	40	5a	1d	1.	1h	2f	Nonhuman Not Nona	—	Principles of Vanok	The Force Su'aruk
Flattop	100	1a	9d	5.	4h	2f	—	Interplanetary Flight Can Carry 4 air units Def x2 vs Air Units See Two Spaces	Crystal Thermionics	—

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
Griffe	70	9a	9d	6.	3h	3f	—	Cannot Disband Def x2 vs Mounted Units Can Make Paradrops Can Attack air units See Two Spaces	Allotropics	—
Grume	50	10a	1d	1.	2h	3f	Non-human Not Nona	Free Support for Great Joining Ignores City Walls	The Force Su'aruk	Ge'sstok Mamuun
Guardians	10	1a	2d	1.	2h	1f	Human Funestis Only	—	—	E-M Repulsion
Gyrfalcon	90	8a	7d	7.	3h	4f	—	Can spot Subs Can Attack Air Units See Two Spaces	Emergent Systems	—
Hammer	100	15a	6d	5.	3h	3f	Not Funestis	Can spot Subs See Two Spaces	Plasma Engines	Nucleonics
Havoc	70	6a	5d	2.	3h	5f	—	Def x2 vs Air Units, Treat All Squares as Road See Two Spaces	Adaptive Automata	Solid Hydrogen
Hi-DIE Tanker	40	0a	2d	3.	2h	2f	—	Orbital Flight Ignore Zones of Control	Xenolingustics	—
HohMann	70	6a	6d	4.	4h	3f	—	Interplanetary Flight Can spot Subs Can Attack Air Units See Two Spaces	Forward Vectoring	Solid Hydrogen
Homicide	30	5a	2d	3.	1h	3f	Non-human	Ignore Zones of Control	Vastness of Purpose	The Great Joining
Intelliraptor	30	3a	5d	2.	3h	2f	—	Ignore Zones of Control	Genera Nova	Syncretic Biology
Interceptor	60	6a	1d	10.	2h	2f	—	Orbital Flight Can spot Subs Can Attack Air Units See Two Spaces	Spacecraft	Artificial Gravity
Iron Maiden	40	7a	6d	3.	4h	4f	Not Nona	Def x2 vs Mounted Units See Two Spaces	Mechanized Armor	Forward Vectoring
Ixion	20	4a	1d	3.	1h	1f	Nonhuman Funestis Only	Free Support for Great Joining	Circular Supports	Transmutation
Jury Rigger	20	8a	5d	4.	2h	3f	Barbarian	—	—	—
Kelpie	40	2a	2d	3.	2h	2f	Non-human Funestis Only	Can Carry 2 missile units Can spot Subs Invisible to most enemy ships	Sensing Aqueous	VTOL
Kineticore	80	8a	3d	18.	3h	5f	—	Interplanetary Flight Def x2 vs Air Units Can Attack Air Units See Two Spaces	Artificial Gravity	—
Mediary	30	0a	0d	2.	1h	1f	Non-human	Ignore Zones of Control	Pressure Vessel	Syncretic Biology
Melior	40	0a	2d	3.	2h	1f	Non-human	Build Transport Sites	G.En.I.E.s	—
Ne Plus Ultra	160	99a	1d	20.	1h	1f	—	Orbital Flight Unbrideable Destroyed After Attacking	Disintegration	—
Nidus	40	0a	1d	1.	1h	1f	Nonhuman	—	—	G.En.I.E.s
Ophion	20	3a	2d	2.	2h	2f	Barbarian Funestis and Naumachia	Cross Impassable Invisible until attack Ignore Zones of Control	—	Genera Nova
Pasticcio	50	6a	7d	3.	4h	4f	Not Naumachia	Def x2 vs Mounted Units Treat All Squares as Road, Can Make Paradrops Can Make Amphibious Assaults	Hybrid Design	MonoSkin Armor
Pedipalpi	40	4a	2d	2.	1h	3f	Funestis Only	—	Transmutation	Hybrid Design

	CST	ATT	DEF	MV	HIT	FIRE	LIMITS	SPECIAL	PREQ	OBS
Plasm	150	15a	6d	1.	5h	4f	Nonhuman	Cross Impassable Cannot Disband Ignore Zones of Control Def x2 vs Air Units Free Support for Great Joining Ignores City Walls	Ge'sstok Mamuun	—
Pristrix	60	9a	2d	3.	3h	4f	Not Orbit	Can Carry 2 missile units Def x2 vs Air Units Invisible to most enemy ships	Quantronics	—
R.A.T.	30	3a	2d	2.	2h	2f	Human	Def x2 vs Mounted Units	Radioplastics	Mechanized Armor
Raia	50	5a	2d	3.	2h	2f	Funestis Only	—	—	Frictionless Surfaces
Repeller	20	2a	3d	2.	2h	1f	—	Def x2 vs Mounted Units Can Make Amphibious Assaults	Hybrid Design	Plasma Chamber
Rocket Man	50	3a	2d	4.	3h	2f	—	Orbital Flight Can spot Subs Def x2 vs Air Units Can Make Paradrops See Two Spaces	Mechanized Armor	Artificial Gravity
Salmagundy	30	0a	0d	2.	1h	1f	—	Can spot Subs Ignore Zones of Control Treat All Squares as Road See Two Spaces	Syncretic Biology	—
Shuttle	60	3a	3d	5.	3h	2f	Not Nona	Orbital Flight Can Carry 5 ground units Can spot Subs Def x2 vs Air Units See Two Spaces	VTOL	Quantum Gravitics
Singulon	50	6a	12d	3.	4h	6f	—	Cross Impassable Def x2 vs Air Units Def x2 vs Mounted Units Ignores City Walls Can Make Amphibious Assaults	MonoSkin Armor	—
Skimmer	50	4a	4d	5.	2h	1f	Naumachia Only	Can Carry 4 ground units	Frictionless Surfaces	Green Attractors
Skipjack	40	2a	2d	4.	2h	1f	Human Funestis Only	Can Carry 2 ground units	Merchant Marine	VTOL
Speed Demon	40	2a	5d	5.	1h	2f	—	Ignore Zones of Control Def x2 vs Air Units Treat All Squares as Road Can Make amphibious assault	Prionic Stabilizers	—
Sting	100	18a	0d	20.	1h	5f	—	All Planets Flight Unbrideable Destroyed After Attacking	Monopolium	—
Transceratops	30	6a	2d	1.	2h	2f	Human Funestis Only	—	Genetic Artistry	Syncretic Biology
Typhoeus	90	5a	10d	4.	2h	2f	Not Orbit	Cannot Disband Can Attack Air Units See Two Spaces	Chaos Biogenics	—
Ur-Titan	150	15a	6d	1.	4h	5f	Human	Cross Impassable Cannot Disband Ignore Zones of Control Def x2 vs Air Units Ignores City Walls	Total Immunity	—
Vector Morbus	40	11a	2d	1.	1h	5f	Human	—	Protoviral Warfare	Proteus Sapiens
Xenocide	30	4a	2d	1.	1h	3f	Human Funestis and Naumachia	Ignore Zones of Control Def x2 vs Mounted Units Treat All Squares as Road	Euthenics	Protoviral Warfare
Yare	30	1a	1d	3.	1h	1f	Funestis Only	Can carry 2 ground units Must Stay Near Land	Aerology	VTOL